Claims

1.   An audio player comprising:

an ear module formed to be supported by an ear, the ear module comprising:

a speaker;

a memory for storing digitized audio; and

a player coupled to the speaker, battery and memory that provides audio signals to the speaker based on the digitized audio.

2.   The audio player of claim 1 wherein the ear module comprises a device selected from the group consisting of an in the canal device, a completely in the canal device, an in the ear device, and a behind the ear device.

3.   The audio player of claim 1 wherein the ear module comprises an ear bud having an ear clip.

4.   An audio player system comprising:

an ear module formed to be supported by an ear; and

a hub supported by the ear module that provides audio signals to the ear module based on stored digitized audio signals.

5.   The audio player of claim 4 wherein the ear module comprises a speaker, and wherein the hub comprises a controller that converts the stored digitized audio signals to signals useable by the speaker.

6.   The audio player of claim 4 wherein the stored digitized audio signals comprise signals in a format selected from the group consisting of MP3 (Moving Picture Experts Group Layer-3 Audio), RA (RealAudio), WMA (Windows Media Audio), ASF (Active Streaming Format), AU (Audio file), AUD (Audio file), AIF (Auxiliary Information File), ASX (Active Streaming XML), ASF (Active Streaming Format (Microsoft)), MIDI (Musical Instrument Digital Interface), RMI (Real Music Interface), SND (Sound file)

WAV (Windows Audio Volume) WAX (Windows Audio Executable), or WM (Windows Media) signals.

7.   The audio player of claim 4, wherein the hub comprises connectors for supporting and communicating with peripheral devices.

8.   The audio player of claim 7 and further comprising a peripheral device coupled to the hub.

9.   An audio player system comprising:

an ear module formed to be supported by an ear;

a hub supported by the ear module that provides audio signals to the ear module based on stored digitized audio signals;

a peripheral device supported by the hub.

10.   The audio player of claim 9 wherein the peripheral device is electrically coupled to the hub and is selected from the group consisting of a solar collector, battery, memory, RF receiver, RF transmitter, RF transceiver, data connector, memory carrier, ROM music release, display device, and control device.

11.   The audio player of claim 9 wherein the hub comprises a player capable of playing signals in a format selected from the group consisting of MP3 (Moving Picture Experts Group Layer-3 Audio), RA (RealAudio), WMA (Windows Media Audio), ASF (Active Streaming Format), AU (Audio file), AUD (Audio file), AIF (Auxiliary Information File), ASX (Active Streaming XML), ASF (Active Streaming Format (Microsoft)), MIDI (Musical Instrument Digital Interface), RMI (Real Music Interface), SND (Sound file) WAV (Windows Audio Volume) WAX (Windows Audio Executable), or WM (Windows Media) signals.

12.   The audio player of claim 9 wherein the peripheral device is formed to appear as jewelry.

13.   The audio player of claim 12 wherein a musical band records music on peripheral devices formed to appear as a line of jewelry.

5   14.   A peripheral device for an ear supported digitized audio player, the peripheral device comprising:

 a connector adapted to connect to the audio player; and

 a memory coupled to the connector that stores digitized audio.

10   15.   The peripheral device of claim 14 wherein the digitized audio is stored in a format selected from the group consisting of MP3 (Moving Picture Experts Group Layer-3 Audio), RA (RealAudio), WMA (Windows Media Audio), ASF (Active Streaming Format), AU (Audio file), AUD (Audio file), AIF (Auxiliary Information File), ASX (Active Streaming XML), ASF (Active Streaming Format (Microsoft)), MIDI (Musical

15   Instrument Digital Interface), RMI (Real Music Interface), SND (Sound file) WAV (Windows Audio Volume) WAX (Windows Audio Executable), or WM (Windows Media) signals.

16.   A peripheral device for an ear supported digitized audio player, the peripheral

20   device comprising:

 a connector adapted to connect to the audio player;

 a memory coupled to the connector that stores digitized audio; and

 a decorative enclosure for the memory.

25   17.   The peripheral device of claim 16 wherein the digitized audio is stored in a format selected from the group consisting of MP3 (Moving Picture Experts Group Layer-3 Audio), RA (RealAudio), WMA (Windows Media Audio), ASF (Active Streaming Format), AU (Audio file), AUD (Audio file), AIF (Auxiliary Information File), ASX (Active Streaming XML), ASF (Active Streaming Format (Microsoft)), MIDI (Musical

30   Instrument Digital Interface), RMI (Real Music Interface), SND (Sound file) WAV

(Windows Audio Volume) WAX (Windows Audio Executable), or WM (Windows Media) signals.

18.   A method of packaging music comprising:

obtaining music in a digital format;

storing such digital format signals on a memory device adapted to be supported by an ear supported digitized audio player; and

encapsulating the memory device in a decorative enclosure.

19.   The method of packaging music of claim 18 wherein decorative enclosures for a selected recording group are similar.

20.   The method of packaging music of claim 18 and further comprising pursuing trademark protection for the decorative enclosure.

21.   The method of claim 18 wherein the digital format is selected from the group consisting of MP3 (Moving Picture Experts Group Layer-3 Audio), RA (RealAudio), WMA (Windows Media Audio), ASF (Active Streaming Format), AU (Audio file), AUD (Audio file), AIF (Auxiliary Information File), ASX (Active Streaming XML), ASF (Active Streaming Format (Microsoft)), MIDI (Musical Instrument Digital Interface), RMI (Real Music Interface), SND (Sound file) WAV (Windows Audio Volume) WAX (Windows Audio Executable), or WM (Windows Media) signals.